

BUY NEW:

Knights of the Dinner Table

Saturn - Chronos

Jupiter - Zeus

Mercury - Hermes

Earth - Gaia

Pluto - Hades

Uranus - Ouranos

Mars - Ares

Neptune - Poseidon

Venus - Aphrodite

<https://hentaifox.com/>

Pyramid 3/20?? Double check collection

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TURN 5

Basic Speed

Mihrimah 6.25

BANDITS 6.00

Bain - 5.50

Vic - 5.25

Gathika - 5.00

Telrith - 5.00

Earth Elementals - 4.50

Current battle;

10 bandits - 5 on each side of the doorway. **-1 KO -1DEAD(no zombie, burned)**

-3HP, -1HP, -10HP KO, -5HP, -3HP, -1HP

Stats are per DF Dungeon page 9 but with DR 2 and 6 alchemical firebombs (Throwing-14, 8d burn ex after shaken for 2 seconds).

Each cursed by necromancers to become zombies shortly after death unless decapitated, burned or brain destroyed

6.00

HP 12

HT 12

Will 10

Dodge 9

Parry 10

Flammable oil sprayers

Pietra dura or parchinkari work decorating the rooms of the commander of the fortress; perhaps one depicting dwarves defeating a dragon. Magical wall lamps made of bronze or silver that turn on and off for no apparent reason (except the DM knows). Treasure could be excellent chain mail, a knife that cuts just about anything, a necklace of dragon's teeth. For monsters, a worm that can tunnel through rock and appear suddenly or a salamander (or some other fire creature) living in a forge's fire who is obedient to the forge's smiths but not others. Ventilation shafts that can be ascended or descended but likely have grates to prevent intruders (and perhaps grates that shut after the intruder so trapping them between two grates). Drums or bells to act as signals such as time of day or calling dwarves to action. The drumskin could be dragonhide; the bells magical to ring the hours or announce danger approaching automatically.

https://mega.nz/file/LDYFTQRT#YxIj3GT8zfom_2-IY9Dqe4yFaSCQ81VdcPaRCdJ38ug

Quick-Start!!

TL note

Chapter 55

Enemy: name here

Description here

ST:		HP:		Speed:	
DX:		Will:		Move:	
IQ:		Per:			
HT:		FP:		SM:	
Dodge:		Parry:		DR:	

Attack (X):

Traits:

Skills:

Spells:

Class: Mundane.

Notes:

Enemy: name here

Description here

ST:		HP:		Speed:	
DX:		Will:		Move:	
IQ:		Per:			
HT:		FP:		SM:	
Dodge:		Parry:		DR:	

Attack (X):

Traits:

Skills:

Spells:

Class: Mundane.

Notes:

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Lucky guy (54)

Eunhye's Supermarket (16)

Enemy: Plastic Golem

A human-shaped magical construct made up of an advanced ultra-tech material the adventurers have probably never seen before. Used as servants and guards by the alien inhabitants of this dungeon floor.

ST:	12	HP:	18	Speed:	6.25
DX:	11	Will:	8	Move:	6
IQ:	8	Per:	8		
HT:	14	FP:	N/A	SM:	+0
Dodge:	9	Parry:	10	DR:	1

Plastic Fist (12): 1d crushing. Treat it as a weapon, not a body part. Reach C.

Club (14): 1d crushing or 1d+3 crushing. Reach 1.

Traits: Automaton; Cannot Learn; Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; High Pain Threshold; Immunity to Metabolic Hazards; Homogenous; Indomitable; No Blood;

Pressure Support 1; Reprogrammable; Sealed; Unfazeable; Unhealing (Total); Unnatural; Vacuum Support.

Skills: Brawling-12; Broadsword-14.

Class: Construct.

Notes: Will not negotiate or reveal useful information. Destroyed plastic golems can be salvaged for plastic chunks worth \$500 per pound and weighing 2+1dx10 lbs.

Enemy: Metal Golem

A hulking human-shaped magical construct made up of refined steel. Used as servants and guards by the alien inhabitants of this dungeon floor.

ST:	40	HP:	60	Speed:	6.25
DX:	11	Will:	8	Move:	6
IQ:	8	Per:	8		
HT:	14	FP:	N/A	SM:	+1
Dodge:	9	Parry:	9	DR:	9

Metal Fist (12): 4d+2 crushing. Reach C, 1.

Oversized Maul (13): 6d+7 crushing. Reach 1, 2*.

Traits: Automaton; Cannot Learn; Doesn't Breath; Doesn't Eat or Drink; Doesn't Sleep; High Pain Threshold; Immunity to Metabolic Hazards; Homogenous; Indomitable; No Blood; Pressure Support 3; Reprogrammable; Sealed; Unfazeable; Unhealing (Total); Unnatural; Vacuum Support.

Skills: Brawling-12; Two-Handed Axe/Mace-13.

Class: Construct.

Notes: Will not negotiate or reveal useful information. Destroyed metal golems can be salvaged for metal chunks worth \$500 per pound and weighing 1dx40 lbs.

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hobgoblins (HP 16, DR 3, Speed 5.50, Move 4, Dodge 7, Block 9, HT 11, Will 10)

Shield DB 2. Shield bash 12, 1d cr, Reach 1.

Cheap large falchions 13, 2d+1 cut or 1d-1 imp + 1 follow-up from bleed, Reach 1.

(OOC: skeletons are Unliving and DR 2, Unnatural, Speed 8.00, HP 11, Dodge 11, Parry/Block 10. zombies are Speed 6.00, Unnatural, HP 17, Unliving and DR 2, Dodge 8, Parry/Block 9.)

3 yrs: -1
5 -2
7 -3
10 -4
15 -5
20 -6
30 -7
50 -8
70 -9
100 -10

Specialist Mage - TL 9/10 astronaut/starship crew, Effect-Shaping (Magery adds to skill)
Book Rituals

Code of Honor (Stays Bought): Once you've taken money, you follow the job through, whatever it takes. If circumstances change substantially, you may return the payment with an explanation and an apology. You never betray an employer unless they lie to you or otherwise betray you first. If an employer stiffes you on a deal, revenge is not only permitted but encouraged. People should know where they stand when they hire you. **-5 points.**

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1 minor charge per day starting from the end of the new moon.

1 significant charge - six hours of interrupted study or mediation at a leyline nexus (one charge per day per nexus), or the use of a charging ritual.

1 major charge - one month of uninterrupted study or meditation at a leyline super-nexus (one charge per month per nexus), or use of a significant charging ritual.

Lose all charges when the moon goes dark again.

No formula spells, gutter magic, rituals.

Can generate unnatural phenomena on UA2 pp 298-300; one minor charge per minor effect, 5 minor charges per significant effect, 1 significant charge per major effect.

+5 minor charges to fix effect into an artefact.

10 minor charges gained by breaking down 1 significant charge, 10 significant charges gained by breaking down 1 major charge.

Minor effects: cold spot, trivial hallucinations, spontaneous moisture, technological malfunction, small telekinesis.

Significant effects: missing time (disappear from reality when alone then return without noticing), strong hallucinations, spontaneous (non-life-threatening) wounds, significant telekinesis, visions of the past.

Major effects: single death, haunting, reality erase, completely immersive bizarre hallucination, major telekinesis (earthquake, building collapse, tornado, boiler explosion, person torn apart).

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RPG Show Title?: “Example of Play”

“Generally Upstanding Role Playing Show”

“333”

“I don’t understand why everyone always insults the lowest bidder. Isn’t he the guy in charge of saving all our lives?”

“Love is the only substantial thing. It is noble in its noises and odours, I think. From where I look at this, to not love is to waste the existence. Even life is a small matter beside it. You see, it is not interrupted by death. Without it, this world cannot be endured.”

Raw Mana/Vis/Tass/Quintessence/Vril/Vim

Worth \$240 as alchemical ingredient and on the general market at TL 8

+3 to Ritual/Sorcery rolls per Pawn used

1 point = 1 Pawn

10 Pawns = 1 Rook

10 Rooks = 1 Queen

1 pawn = +3

$1/250 = 0.004$

$20,000 \times 0.004 = \$80$

$\times 3 = \$240$

[B]DAY 38[/B]

Crawl!

Mihrimah Zanyhëily, 50% CP Shadow Elf hireling, Loyalty 22, \$200 per week.

ST 12

DX 11

IQ 9

HT 12

HP 12

FP 12

Per 9

Will 9

Basic Speed 6.25

Move 6

BL 39.2 lbs.

Damage 1d-1/1d+2

Dodge 9

Parry (Brawling) 8
DR 2

Magery 0, Silence 2, Callous, Fit, Lifting ST 2, Night Vision 9, Alcohol Tolerance, Social Stigma (Criminal Record), Compulsive Gambling (12), Greed (12).

Spear (10): 1d-1+2 imp, Reach 1* OR two-hand 1d-1+3 imp, Reach 1,2*.

Spear-10 [1], Brawling-11, Lifting-12, Wrestling-11, Animal Handling (Equines)-9, Packing-8, Streetwise-8, Stealth-10 (+ Silence 2), Observation-8, Gambling-10.

Gear: Blanket, bandages, pouch, personal basics, small belt knife, wineskin, 42 rations (2 weeks, -3-3-3), ninja slippers (+1 Stealth vs Hearing), spy's horn, reflector, file, haversack, crowbar, suit of leather armour, six foot pole, burning glass, telescope, spear (4 lbs.).

<http://elfmaidsandoctopi.blogspot.com/2018/03/mountain-madness-1.html>

<http://elfmaidsandoctopi.blogspot.com/2018/03/more-mountain-mania-2.html>

<http://elfmaidsandoctopi.blogspot.com/2018/03/mountain-mania-hazards-3.html>

d12 Frontier Mountain Hex Encounters

- 1 Barbarian or nomad herders
- 2 Barbarian or nomad hunters
- 3 Barbarian or nomad warband
- 4 Frontier patrol with mounted leader
- 5 Lone trapper or prospector
- 6 Outcaste family struggling to survive
- 7 Bandits d4 1=desperate poor outlaws 2=bully thugs 3=cruel sadists or cannibals 4=kidnappers for ransom or slavery
- 8 Animal hunting d4 1=wolf 2= bear 3=wild dogs 4=lion
- 9 Shy grazing animals d4 1=deer 2=boar 3=rabbits 4=birds
- 10 Humanoid, demihuman or abhuman secret village
- 11 Minor spirit takes an interest in travellers
- 12 Monsters! d4 1=troll 2=ogres d4 3=wyvern 4=giant

d12 Weird Mountain Hex Encounters

- 1 Outlaw hostile magician
- 2 Nature spirits or faerie d4 1=prank 2=talk 3=offer addictive treats 4=seek slaves with charm spells or drugged darts
- 3 Lycanthropes possibly try to join travels as humans
- 4 Spirit d4 1=dryad or tree spirit 2=water spirit 3=land spirit 4=beast spirit
- 5 Cultist on a pilgrimage to an unholy place
- 6 Explorer nobles sent by crown or mountain climbing dandies
- 7 Humanoid hero with warband and pets
- 8 Spirits in human form wary of intruders
- 9 Monster d4 1=Sphinx 2=chimera 3=griffons 4=peryttons 5=lamia 6=harpies
- 10 Elemental being wandering and curious about mortality and mundane world
- 11 Giants d4 1=drunk 2=cooking 3=hunting 4=camping

(Bain & Vic) Weirdness Magnet; Orc Shaman pouring oil over herself publicly points out Bain and Vic as harbingers of evil from outside before calmly sitting and self-immolating (-2 reactions by everyone). Alchemical lab explosions that cause the WM chars to change gender or glow. (probably only last a few hours to a few days or until they find a remove curse, more fun when they don't know which), Merchant caravans insist on selling WM chars a monkey and won't take no for an answer, Lightning strikes unnerving close to WM chars during a storm, repeatedly for the entire duration of the storm every bolt that would land within a mile radius of them instead lands about 5 yards away, A merchant sells you a lemon, regardless of what food you actually bought, WM chars find that their supplies end up as a pile of lemons the second they look away (one time, but hey no scurvy!), Opened the chest? There's a severed head there, and its one of the WM chars! *fright check and suspicion* (good for a prop though), Went to the tavern? Midway through ordering, the bartender suddenly starts screaming about demons, The Fey invite you to their parties. They will be offended if you refuse., The Fey give you your own theme music., The Fey decide to teach you a lesson about the value of lies by putting a truthfulness spell on you, The Fey replace your food with much tastier food. That gives you the Drunk condition.

1. A circle of carefully stacked stones have been arranged in the middle of the hallway
2. A corpse lies on the floor. The word "SEVEN" has been carved into its skull
3. A dead cow lies on the floor. It is clearly rotten but has no smell
4. A deep thumping approaches the party until it sounds like it is in the room with them, then stops
5. A mask rests on a table. After a moment, it whispers "You're not perfect", before fading to dust.
6. A PC has a flash of a vision in which the other PCs are stone statues
7. A PC finds a slip of paper with his name on it
8. A tarnished silver key hangs from a ring on the wall
9. Dried petals of an unidentifiable flower litter the floor.
10. One by one, the lights in the room go out
11. One PC has a vision of the other PCs being murdered one by one. The killer wears the PC's face
12. The PCs feel a sudden chill here.
13. The wall has been carved away, and a large standing stone has been placed in the newly formed alcove. It is covered in strange writing
14. There is a locked box here, filled with tiny slips of paper with names on them. Approximately half the names are crossed out.

Telrith - Research 12, Thaumatology 14, Curious (12), Obsession (12), Selfish (12)
Bain - Observation 12, Traps 12, Obsession (15), Xenophilia (15), **WEIRDNESS MAGNET**
Vic - Detect Lies 12, Naturalist 14, Bad Temper (15), **WEIRDNESS MAGNET**
Gathika - Hidden Lore 14, Diagnosis 12, Occultism 14, Thaumatology 14, Alchemy 14,
Obsession (12), Bloodlust (15), Short Attention Span (15), Xenophilia (15)

Kinclad - Alchemy 10, Hazardous Materials (Magical) 11, Research 11, Thaumatology 15,
Obsession, Overconfidence (6), Phantom Voice (Annoying)

Xenophilia - self control or try to interact socially when meeting non-attacking sapient
strange creatures, bonus to Fright Checks

Short Attention Span - roll self control when long task or auto-fail

Stubbornness - roll self control or void bonus from teamwork/make own roll separate on
group tasks, refused NPCs react at -1

Klutz - roll DX in secret once per day, blunder or suffer trap on failure

Two days of travel to Caves; 6 or less on first day, 9 or less on second day

Random items

Spool of fine copper wire
Bag of small bouncy rubber balls
Fishing rod
Vial of white powder (violent emetic poison for vomiting)
Box of shiny silver pins
jars of face paint
Metal mirror
Perfumed candles of several sizes and scents
Broad brimmed fisherman's hat
Snorkel
Bars of finely scented soap
Large drum
Vial of strong acid
Vial of itching powder
Very long pair of pincers
Engrossing mystery novel
Inflatable bladders (leather balloons)
Colored inks
Strong long stretchy elastic cord
Flash powder (bright when lit)
Thick heavy blanket
Liquid projector (sprays water strongly)
Potent weed killer or insecticide or herbicide
Talcum powder in a jar

Hand-cranked propeller
Periscope
High quality fireworks
Unnervingly life-like doll the size of a child
Silver bell on a handle
Windup clockwork music box
Playing cards and dice
Vial of glowing liquid
Glue
Bottle of stimulants
Bottle of ecstasy pills
Strong perfume
large bag of marbles
Powerful magnet mounted on a stick
Leather face mask
Box of hard candy
Tin of grease
Strong alcohol
Ten yards of chains with padlock and key
Vial of painkiller drug slime
Alchemical hand flares (burn bright and hot)
Leather bullwhip
Smoke powder (thick smoke when burned)
Umbrella
Strong bright dyes in multiple colours
Flask of alchemical coolant (freezes liquids and re Fridgates)

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One lizardman is a shaman who casts Sunbolt, shoots Bain in the face, Innate Attack 18
DF: treasure map leads to a Magic throne - sitting on it causes random effect.

<https://dysonlogos.blog/2021/02/16/percivals-oubliette/>

Oil trap: a small coal fire up above is heating a cauldron suspended on a metal rod just below the ceiling; a pressure plate turns the cauldron over → dousing everybody in boiling oil for 1d8 damage; a 2 in 6 chance for the fire falling into the oil and igniting it, causing another 1d8/rd for the next two rounds

TREASURE: a brick wall → a fake brick → behind it is a small hollow: a small pool → muddy bottom → buried: **45 silver coins**

a decomposing doll lying inside a dingy crib → inside the doll, tightly wrapped: coins
a painted wall → plastered → a small hollow stuffed with straw and rat bones → behind it: coins

feature statue pointing: points at door just entered; must be rotated on base to point to another door; any door it is pointed at can't be opened

scratching noise somewhere

a graffiti saying "The magic word is XYZZY" Somebody else added: "*They say that a hacker named David once slew a giant with a sling and a rock.*"

Graffiti; "So when I die, the first thing I will see in heaven is a score list?"

Graffiti; A nymph will be very pleased if you call her by her real name: Lorelei.

Graffiti; You are destined to be misled by graffiti

Graffiti; You may get rich selling letters, but beware of being blackmailed!

Graffiti; Just because it says READ ME doesn't mean you should.

iron cage holding a dead human

somebody playing a flute somewhere

Path Colours
Body - Violet
Chance - Orange
Crossroads - Green
Energy - White
Magic - Blue
Matter - Yellow
Mind - Indigo
Spirit - Red
Undead - Black

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"Rampant Transmutation Bomb"

technically not a bomb, but when set off it causes rampant transmutation of everything in a large radius around it. Buildings become twisted and deformed, almost like they've grown tumours. People are turned into canvasses of flesh with tumours of metal and such. Things are mixed together and fused. Things made out of materials they shouldn't be, so the party approaches the blast zone looking at trees blown outwards that are now made from glass. Or they come across a stinking rotting mass of flesh that was once a car. A bit like that film Annihilation, if you've seen it. But nothing in the radius is alive.

"It was like a bright flash of light. I couldn't describe the colour, I don't even know if it was a colour that exists. But in an instant anything within a kilometre radius was... changed. As if given a cancer. Buildings and inanimate objects were twisted, some congealed, others blistered with lumps and pustules of materials that shouldn't have been there; or worse were made from meat. Anything alive died instantly, I hope. Though their corpses shared the same fate. Twisted and integrated, fused even, to their surroundings. What was once a man became a shapeless mass of flesh fused with an armchair, you could barely make out a face that had been distorted over a metre wide section of skin, studded with lumps of pure lead and animal teeth."

PRIME CIRCLE

Pair o' Dice Casino

Mansion full of traps, puzzles and monsters, ala RE1

Cars are fairly rare for civilians, trains are much more common and well-liked as city transport.

The Autocrat

Cunning (4) = not gifted thinker but manages resources well, clever plans or strategic moves come from advice of wiser person, can be outwitted by clever PC, withdraw from plan gone awry or make critical mistakes.

Strength (5) = Not a physical threat.

Influence (2) = commands most mundane resources, can use those resources to do what no-one else can, develop new tech, uncover ancient secrets.

Plan (1) = complex web of interconnecting forces, extremely complex and hard to understand/foil, robust countermeasures and contingencies.

Corruption (3) = selfish, callous and opportunistic, don't care about good or evil, believe no-one will stop them, can be blocked or swayed, requires fundamental re-education to redeem.

Fortress of the Autocrat

Extremely Well-Defended

BUT guards are easy to impersonate AND holds prisoners or spies/traitors sympathetic to enemy cause

Resistant to Ordinary Weapons

BUT only on the outside AND very difficult to repair

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The Shrine of the X, Secret Society

The Perfected, Cult of Alchemical Transhumanism

Rogue Secret Police Taskforce headed by Agent Orange

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Faction: Company, treasure: a figure, love strength for providing safety and control, test and prove strength by generating profit, markers of achievement and authority are profits and

rank, faction respects the government due to a good working relationship, the political implications usually revolve around taxes and laws, the faction fear the Dockworkers Union because they often threaten to cut off their trade access unless bribed, the faction usually gives into their demands but may strike back with mercenary attacks.

The Hallowed-Hearts Club

Discretion (3) = layout is baffling, no special policies but everyone minds their own business, dark corners.

Loyalty (4) = Purely mercenary, treated like everyone else with money, troublemakers get charged more.

Connections (5) = seediest corners of the underworld, patrons include gangsters, rebels, outcasts, and assassins.

Information (2) = dedicated info broker with tips on the area and the world, easy access, can usually find what you're looking for.

Service (1) = special in one very specific area that doesn't exist anywhere else, great food, great drinks, great art, great music.

NPC Club Patrons; someone the PCs have inadvertently hurt during their adventures, someone on an important and delicate assignment who cannot afford interference, extremely interesting (to PC/s) cultural background, can't help but accidentally reveal secret valuable info, incredibly distinct and out-of-place (easy to assume they're important), competent patron good-natured wager over contest of skill.

Landmark: museum, modern history, detailed and welcoming style, made of metal and glass, tells an ugly story (slavery), commemorates a historical event and holds the city's treasures, looks like a neat and clean futuristic art gallery, most known for critically documenting the slave trade as told by exhibit, PCs most likely visit for clandestine meeting with informant.

Slavery Guild has not only slaves branded, but the slavers themselves - "I've always seen slavery as a two-way street." Social Stigma for both.

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Character Creation: 125-point delvers (-50 in Disadvantages limit, 5 quirks, don't have to use profession templates).

This campaign will be using the DFRPG ruleset, for the most part.

You can use GURPS books if you like, but make sure you double-check it with me first.

A little rules change; as per Powers page 108, certain abilities like Luck and Serendipity that operate on real time will instead use game-time cooldowns.

For Luck advantage, each use per real-time hour instead equals uses per in-game day (i.e.

Ridiculous Luck has six uses per day).

Advantages that have uses per session are uses per in-game week instead.

Bhut Pilgrim - Throttler

Kobolds - horde pygmies
Bandits - dinomen, goblins, wild men, ratmen, thieves from MotFD?
Rot grubs - leaping leeches
Rats: under swarm
Orc child skeletons - skeletons
Worg - dire wolf or war hog
Zombire - vampire
Skeltar - weaker Lich?
Otyugh - sphere of madness
Bugbears - lizardman or orc instead
Bugbear shaman - Orc shaman (MotFD) instead
Slithering tracker - bandit-snatcher (Pyramid 98 page 11)

Giant frogs - Pyramid 108 page 13
Gnolls - Pyramid 98 page 12
Swamp wisp
Shamblethorn

Rust monster - manticores instead
Owl bear - bear with prefix instead (Pyramid 76?)
Lurker above - foul bat or toxifier instead
Shy Tower - stat up, as trap? (Pyramid 98 page 16)
Lykos the were rat - stat as weaker werewolf
Duranki, Bethany, Hanigalbat, Wer and Nasir, tishpak and ninurta, ishara, shamhat and
Nobunir - stat as evil cleric
Halfling brigands - stat up, thieves from MotFD?
Bandit leaders - stat up
Goblin king - stat up
Tarlech - stat as evil wizard
Chantel - stat as mummy (Pyramid 106 page 33)
Mummy cat - stat as undead giant rat?
The black knight - stat as unholy warrior
The huntress - stat as evil scout

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DEMONS

Improved Magic Resistance 3/Resistance to Psionics +3, Double-Jointed & Slippery 10,
Discriminatory Smell (Emotion Sense) & Tracking Per+4

+3 DR & remove Tough Skin limitation, Penetrating Voice & Terror (Audible; Takes
Recharge, 15 seconds)

Danger Sense & Empathy, Detect Magic Use (Precise), Flame Breath (1 FP, damage thr+1
burning, Range 5 (Jet), Brawling to hit)

Versatile (2 special attacks), Clinging, Caster (Magery 1 + Spells at 13)

MUTANTS

O.G.+Mutant

Melee Fighter; Bone Spur (14): 1d+2 impaling (Ready to sheathe or draw, Brawling to hit, thr imp damage at +1 per die, Reach 1), Resilient Brain (Recovery = divide KO time by 60), Super-Strength 1 (+1 ST and double that for base damage = ST 15 (14 HP, 1d+1 thr/2d+1 sw)), Thick Hide 1 (+4 DR) 2+(1+4)=7 DR

Scout; Adaptable Skin 1 (Chameleon 2 = +2 Stealth when moving/+4 when still), Eagle Eyes 1 (Telescopic Vision 3 = ignore -3 in range/ignore -6 when Aim, without scope can +3 Acc in 3 seconds), Hound Nose 1 (Discriminatory Smell = memorise scent with IQ roll, +4 bonus to Tracking or Smelling), Red Sight (Infravision = see heat, no darkness penalty, +2 Vision, +3 Tracking recent trails, -4 rolls for fine details, can be blinded by flashes of heat), Slimy (Slippery 5 = +5 to Escape, DX and ST when slipping out or squeezing through)

Super Mutant Packages

False Angel; -1 Move, Starfish Genes (Regrowth), Winged Flight 1 (acceleration and top speed Move x2, cannot hide or armour wings, treat as arms for crippling purposes, must have space for takeoff)

Strange Biochemistry; Acidic Blood (when cut melee attack for 2d corr and then another 2d corr next turn), Natural Anti-Rad 1, Self-Restoration 1 (1 HP per hour)

Random Packages

Catlike Grace (Catfall + Perfect Balance - rolls on slippery surfaces +6, reduce effective fall by 5 yards, roll DX+6 for half falling damage, +4 rolls in combat to keep feet)

Brainy (Extra Head 1)

Four Eyes (360 Vision, attacked at -6)

Soft Step 2 (+4 Stealth, +8 when still)

Thick Hide 1 (+4 DR)

Cryogenic Kiss (1 FP to attack with Innate Attack (Breath) or DX-4, damage 2d(5) burning at 1 yard, damage 1d(5) burning at 2 yards, cannot start fires, face hit on breathing foe ignores DR and suffers HT roll to avoid 2x (margin of failure) seconds paralysed)

Razor Claws (switch with Ready, cutting or impaling +1/die)

Redundant Organs (Injury Tolerance Unliving)

Fast-Switch Legs (2x Basic Move and Jump)

Tramplor (Four Legs)

Side Effects

Unusual Biochemistry

Dependency (Very Common, Monthly)

Berserk (15)

Per -1

Callous

Confused (15)

Will -1

Klutz

Wounded

Chronic Pain (severe pain for 1 hour, 9 or less)

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GURPS Alchemy Undercity

From what I can tell cults are usually facilitated by charismatic leaders who have psychopathic tendencies, able to manipulate the emotions of cultists to make them feel special; long enough at least to establish a routine, and usually a dependence. There's often also a pseudospiritual philosophy involved, doesn't really matter what, to appeal to those who are disaffected by conventional belief systems or contemporary life.

The first step should be to do some research on real life cults. It's a disturbing rabbit hole but a fascinating one, and I think even outside of story inspiration, cult recruitment tactics are a good thing to be informed on - because it's not that they prey on the weak-minded, it's that they're run by manipulative abusers who know how to get to you. It could be any of us who gets sucked in next and that's what's terrifying.

Typically though, what a cult *will* look for in victims is people who are isolated, down on their luck, lacking direction, and vulnerable in some way, be it through poverty or trauma or illness or whathaveyou. People who want to be taken care of and given something to believe in.

From there, it's a matter of eroding this person's confidence in their own perception until they can't even think of escaping seriously. There'll be a lot of talk about how this new member is special, enlightened, smarter than all the sheep who can't see the world for what it is - look at the language used by flat earthers and other conspiracy theorists and how they make their ridiculous viewpoints emotionally appealing.

Gaslighting, psychological manipulation, isolation from friends or family outside of the cult, limited contact with actual human beings in general, etc. The works. All real life cults thrive under these tactics.

You could go for the pop-cult stuff and have them operate as a public "alternate science collective" sort of garbage operation. Go for the bullshit technology and mass media influence. It's pretty much how any of the ones that are more than just a couple hundred people at best locked up in a compound operate. If you don't want to just go with scientology there's shitloads of ones like this in asia. It's not like they're any less weird. There was that one that married all of their converts off to

each other to create a singular race, except for ones left single who were told to have sex with random strangers and while in bed try to sell them on the cult.

Never underestimate the ruthlessness of a MLM scheme, especially one with a religious bent. Selling 'oils' to housewives and bored teenagers (Christians/New Age appeal respectively) can cast a really wide net, particularly in the internet age. Need a thousand people to all willingly drink the same special potion at the same time to summon X'leblub, the Carrion God? You can arrange that in a cheap convention center at a sales prep rally, no need to do anything more elaborate.

They would probably have an inoffensive set of beliefs for public consumption and new members, and cultees are not told the real beliefs until after they have fully committed.

Buy a large tract of land in Middle-of-Nowheresville, USA -- Preferably with a cave or an already-built-but-abandoned structure that said rituals can be held in. (If you **must** hire outside help to renovate an abandoned structure, hire multiple small contractors over a long period to do small sections of work so that any paperwork will be minimal and confusing for outsiders to trace.)

Use shell-corporations for the purchase, up-keep, electrical, taxes, etc.; and make sure that these are **ALWAYS PAID ON TIME!!!** (You don't want creditors or the Gov't snooping around and finding where the sacrifices are buried.)

Don't try to swear the members to secrecy -- **someone's** gonna blab! Instead, make it so that they never know **exactly** where the "temple" is by bringing them, blindfolded, **ONLY** at night by helicopter or airplane. (If your location can accommodate a runway.) Also, the flight times between pick-ups and drop-offs should vary by **at least** 20 minutes both ways.

Probably portray themselves as a club for the wealthy and privileged, and lure ambitious people in with the promise they'll make connections.

Maybe deliver the workers in windowless cargo vehicles at night, along with a load of cargo as an excuse to use the vehicle. Or in busses on dusty roads with the bus in the middle of the convoy. Sprinkle in some bogus workers as distraction, perhaps.

Throw around new age jargon. Some high profile celebrity members. Promise self-help methods.

Some kind of self help/ wellness organization that subtly teaches their philosophy and worldview. A tiered rank system, very elite at the top, where they learn more at each level. Actual magic and power only for the top 10% or so, and only those that high know the real truth.

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Urban Survival kit

A light source is pretty much essential for urban survival, since you will want to move around in abandoned structures at some point.

A water container is less important than in the wilderness, but still useful.

Getting into 'secured' places is often key to urban survival, so basic entry tools are required. One very cheap, adaptable, light, and simple tool for this is simply a length of wire (often an old-fashioned coat hanger). Many items that seem out-of-reach can be snagged with it and it can defeat many simple (and some sophisticated) locks. In a modern city, wire cutters (bolt cutters are probably too much for 'personal basics'), a small pry-bar (or an improvised one, such as a large screwdriver), and some method of getting through padlocks (hacksaw, couple of wrenches, or some shims will make short work of most of them, no need for picks) are all great to have. Screwdrivers are also handy for getting access to things behind panels (stuff worth having, or spaces you want to get into).

Fire is generally impractical, so retaining body heat becomes even more important.

Fortunately urban environments are full of places to shelter, but even so a good coat, sleeping bag, or at least a blanket are a huge help. These are generally too big to count as 'personal basics' but modern survival blankets/bags can fit in a pocket.

A small blade and cordage are almost always worth having.

A big marker pen is handy for panhandling.

Not getting caught trespassing is important, so something to conceal your identity from CCTV is good (a brimmed hat helps shelter you from the weather too, and of course a mask is now compulsory for entering most buildings). Gloves don't hurt (and again, help with the weather) although few police forces will bother dusting for prints unless you're actually breaking into people's homes or something.

I'm not sure how modern security tabs work, but a couple of decades ago, some tin foil or a strong magnet could get you a change of clothing.

multitool

couple of bootlaces (and form of cordage will serve, but I find the aglets helpful)

folding water bottle

bandage

roll of fabric strapping tape (for holding bandages on, but this or duct tape, electrical tape, vet's tape, or bondage tape are all generally useful for lashing stuff together)

couple of sticky plasters

couple of nitrile gloves

USB cable with some adapters

couple of batteries

phone charger

hand sanitiser

wet wipes

lens wipes

folding toothbrush

spare face mask

permanent marker

cigarette lighter (mostly for the social opportunities it offers; carrying a pack of cigarettes or tobacco and rolling papers is also helpful for making friends)

couple of safety pins

baggies to keep all this shit dry and organised

Some kind of absorbent cloth you can use to wash and dry yourself is very helpful, although 'personal basics' probably only has room for a large handkerchief, a neckerchief, or a face cloth, not an actual towel (but modern microfibre towels are very light and effective). Keeping clean is a constant struggle when you're homeless and looking presentable enough not to draw attention is useful. Just enough to do a quick 'whore's bath' in a public sink can make the difference between 'kind of scruffy' and 'obviously homeless or seriously dysfunctional'. Likewise, a bit of body spray and (if you're a woman) basic cosmetics make social stuff easier.

With that in mind, a small sewing kit can be handy and doesn't take up much space. They are found in lots of mini survival kits and seem just as useful in the city as anywhere else. A folding hairbrush is nice to have, again keeping you just presentable enough that normies don't recoil from you.

extra pair of socks

A light source can be a finger-sized flashlight, a cigarette lighter, or just the light built into your phone.

Water container can be just a plastic drink bottle. Almost weightless, although a bit bulky. Foldable ones are cheap if you have the luxury of putting a kit together rather than improvising 'in the field'.

A wire coat hanger will fold into a pocket easily.

A basic multi-tool will have wire cutters, screwdrivers, knife blades and pliers. They fit easily into a pocket with plenty of room to spare. If you think that is too heavy for personal basics, then a small cutting implement, like some cuticle scissors would be my recommendation for absolute minimal tools.

Shims are extremely small, pack flat, and can be improvised with the multi-tool and some discarded drink cans.

Pry-bar, hacksaw and wrenches are 'luxury' items which would indeed be more of a 'tool kit' than 'basics'.

Survival blankets are borderline for personal basics, being just about small enough to be a 'pocket' item. I'd probably class them more as part of a proper survival kit.

Cordage can be very small and light. You can carry yards of it just tucked into various corners of pockets and containers, or braid it into bracelets and shit.

A marker pen is a bit bulky, and probably not something that really qualifies as part of the 'urban survival' kit.

A hat is just part of your clothing. Bulky if you have to pack it away, but no problem if you just wear it. Ditto gloves (but latex or other plastic gloves can pack up very small).

THE BASICS

Investigation

Recon - Examine the scene and gather as much information as possible. Use supernatural abilities, technology, or information-gathering skills such as Criminology (p. B186), Observation, Search and Forensics (p. B196), as well as Sense rolls (p. B358).

Research - Use police or newspaper archives, libraries, family records, or occult texts to discover habits and weak points. Occultism (p. B212), Research (p. B217), Area Knowledge (pp. B176-177), Current Affairs, History (p. B200), and similar skills are helpful. Interview witnesses (Acting, Fast-Talk, or just plain Charisma) or suspects (Detect Lies and Interrogation), where possible.

Routine - Use the data acquired in steps 1 and 2 to analyze routines or patterns. Watch for both regularity in the horror (similar modus operandi, timing, victims, or location) and breaks in other patterns (e.g., birds stop calling or unpredicted fog in the area). If you have a suspect, learn his routine and look for deviations from it – perhaps the aristocratic Count didn't visit his club on the night of the exsanguinations. Intelligence Analysis (pp. B201-202) is useful here, as is the Intuition advantage (p. B63).

Rationale - Consider motives. Why would the horror act in this way? Even irrational horrors have causes, which you can sometimes deduce from their effects. Criminology (p. B186) and Psychology (p. B216) skill can be beneficial, as can Intuition.

Records - Make copious notes (or "case files") to refer to later. Re-reading these notes can often help set the mood for the next session and remind investigators of forgotten details. Eidetic Memory (p. B51) will prove invaluable.

Hunting

Threat Assessment - Stalkers analyze information gleaned during the "five Rs" of their investigation. They discover what they are dealing with, how many there are, and so forth. Research (p. B217), Observation and Occultism (p. B212) are helpful.

Tailoring - Select the right tools for the job. For every attack form the monster is known to have, develop a countermeasure; for every weakness, a weapon. Bring exactly what you need – no more, no less – and bring enough of it to do the job. Occultism followed by Armoury (p. B178) (or Streetwise for illegal stuff) is vital in this phase.

Tactics - Every team needs a leader and a good plan. Experienced hunters pools their firepower and hit the horror hard and fast, striking it at its weakest point when it least expects an attack. You might not be able to communicate, so make sure that everyone knows his task – and his backup task, if someone is taken out. To pull this off, Tactics (p. B224) and Leadership (p. B204) are essential.

Targeting - Know the objective, and don't get distracted. If the goal is to rescue the princess, rescue the princess and get out. Don't start looting the tomb. This point doesn't demand any specific skill, but the GM might roll for Common Sense (p. B43) or make a secret Tactics (p. B224) roll if the party begins to drift off target.

Thoroughness - Never leave a horror behind. Don't let the undead rise again to fight another day. If necessary, come back in broad daylight and drench the crypt with bleach, garlic, holy water, or gasoline – maybe all four. Architecture, Housekeeping, and Search let you make sure you didn't miss a crawlspace, a blood spatter, or a murderous larva under the armoire.

Combat

Stealth - Approach the horror's lair as craftily as possible and make every effort to move as quietly as possible once inside. Beneficial skills include Camouflage (p. B183) and Stealth (p. B222). While Soldier (p. B221) allows use of tactical hand signs, other nonverbal discussions require Gesture (p. B198).

Security - Assign teammates to watch all directions. As the team moves through a monster's lair, it should create "footholds," areas that are cleared or considered "mostly safe." Spike the doors shut, bless them with holy water and sprinkle salt on the threshold (or whatever works best for the evil in question), and then move to the next foothold. Hunters will benefit from Observation skill (p. B211).

Shock - When the final assault comes, enter with overwhelming firepower. Burst in with guns blazing and never let up. Throw grenades. Use explosives or Molotov cocktails. A couple of seconds of distraction or surprise may be all that's needed to toss a firebomb into a sleeping vampire lord's sarcophagus, for instance. Be sure to invest in relevant Explosives (p. B194), Guns (p. B198), and Throwing (p. B226) specializations. Melee combat skills are also useful.

Support - One hunter should provide covering fire while the others reload or find a better fighting position. Heavy weapons or special powers can keep foes occupied while other team members get more ammunition, move to get in a flank attack, or break out their own special weapons. Various Guns (p. B198) and Gunner (p. B198) specializations are helpful, and don't forget Tactics (p. B224) and Electronics Operation (Communications) (p. B189).

Safety - Be prepared to call for backup and retreat when necessary – living to fight another day may be the greatest accomplishment in a monster-hunting campaign. Hunters would be prudent to invest into Tactics (p. B224) and Electronics Operation (Comm) (p. B189) – and Running (p. B218).

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Defensive barricade

Cover and concealment

Heavy cover; extra -4 to hit gunners, only skull, weapon and eyes exposed

DR 36* (semi-ablative, B559)

HP 24

Light machine gun emplacement (skill 14+1 braced, includes cover penalties)

Browning stinger

7d Pi Damage

Acc 5

RoF 20!

Shots 100(5)

ST 12B 2hand

Bulk -7

Rcl 2

Wgt 30/7

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Vampire - injury tolerance: unliving

No vitals or no brain? No extra wounding mod for vitals or skull

Imp = x1

Pi- = x1/5

Pi = x1/3

Pi+ = x1/2

Pi++ = x1

Project Sunstalker

Unethical and illegal experiments in awakening magical potential for transhumanism and subverting humanity.

Mostly made up of mage bloodlines, true lineages, and megacorporations.

Struck a deal with JUKEBOX, helps them with magical experiments in exchange for their cooperation, secretly double-crossing them.

Betrayals are mostly artefact thefts and sabotaging multiverse travel.

Taskforce JUKEBOX

Illegally exploring the multiverse with highly advanced Crossroads rituals and a truly major artefact buried in the Arctic.

Mostly made up of top secret NATO government officials.

Struck a deal with Sunstalker, gives them artefacts from other verses in exchange for their cooperation, secretly double-crossing them.

Betrayals are mostly targeted assassinations and lab sabotage.

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No core Skill to cap Book skills. Magery adds to ritual rolls, but not required, and no human has it. No Adept advantage.

Effect Shaping. Each Book is a VH skill with no default, rituals are Hard Techniques.

Book rituals (-0 to -8, use worst default from Path rituals)

- Ward
- Bind
- Banish
- Summon
- Exorcize
- Spirit Slave
- Ghost Sword
- Curse Sanctum
- Cleansing
- Weapon Blessing
- Guise
- Slumber
- Succour
- Vitality
- Locate
- Read Memories
- Command Beast
- Conjure Flame
- Read Thoughts
- Scry
- Veil

- Chaperone
- Gambler's Token
- Suggestion
- Obscurity
- See the True Face
- Skinchange
- Fuel
- Gremlins
- Stroke of Luck
- Repair
- Unlimited Ammo
- Dose
- Evil Eye
- Malaise
- Cloud Memory
- Hallucination
- Hand of Glory
- Liar's Charm
- **Mind Shard = Book-7; 1 hour**
- **Vigil of the Worthy = Book-0; 5 minutes**
- **Litany of the Desert = Book-0; 5 minutes**
- **Freeze Time = Book-12; 5 minutes**
- **Glass Like Steel = Book-5; 30 minutes**
- **OmniTongues = Book-4; 20 minutes**
- **Digital Wraith = Book-5; 1dx5 minutes**
- **False Resurrection = Book-8; 1 hour**
- **Cat's Eyes = Book-0; 1 minute**
- **Speak with the Dead = Book-1; 5 minutes**
- **Spectral Watchman = Book-3; 20 minutes**
- **Simulacrum = Book-9 and another -1 per 10 points of subject's point total; 1 hour**
- **Cleanse the Slave Brand = Book-5; 1 hour**
- **Loyal Doorway = Book-8; 1 hour**
- Transmutation of Metals
- Command the Bodies of the Dead
- Dispel Ritual
- Charm Against Dark Beasts
- Pierce the Veil = Book-2; 1 minute
- Blood of the Innocent = Book-8; 1 hour
- Corner of the Eye = Book-1; 10 minutes
- The Wild Hunt = Book-7; 30 minutes
- Blight = Book-3; 20 minutes
- Hide in the Earth = Book-5; 10 minutes
- A Plague of Vermin = Book-2; 30 minutes
- Treacherous Paths = Book-5; 30 minutes
- Whispered Secrets = Book-4; 20 minutes
- Treasure = Book-5; 20 minutes

- Rotting Death = Book-8; 1 hour
- Doom
- Eyes of the Servant = Book-3; 10 minutes
- What the Statue Saw = Book-3; 20 minutes
- Change the Road = Book-2; 20 minutes
- Bring Forth a New Name = Book-15; 3 hours

Finding Achilles' Heel = Book-6; 1 hour

The Astral Telescope (Pyramid 3/66 p23) = Book-4; 1 hour

Become Corpse (Pyramid 3/43 p18) = Book-2; 20 minutes
Devour Memories (Pyramid 3/43 p18) = Book-4; 1 hour
Unnatural Appetites (Pyramid 3/43 p18) = Book-4; 30 minutes
Dark Rebirth (Pyramid 3/43 p18) = Book-5; 1 hour
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Mind Shard

This ritual copies a snapshot of the mind of the subject and implants it into the client for the duration as a kind of telepathic spirit. The mental copy has all the memories, skills and personality of the subject at the time of the ritual casting. The client can communicate with it (to the point of Interrogation) telepathically - even cast rituals upon it as if the shard is immediately present. The shard may be able to cast rituals, use psychic powers or even possess the client with some supernatural ability - if someone may normally do so while in spirit form. Critical failure when casting this ritual may produce the wrong mind shard or the client may be possessed completely for the duration.

Vigil of the Worthy

The client gains Doesn't Sleep for the duration.

Litany of the Desert

The client gains Doesn't Eat or Drink for the duration.

Freeze Time

This ritual temporarily pauses time completely except for the client. No duration modifiers apply; time is frozen for minutes equal to the margin of success (0 freezes time for 1d seconds) on the casting roll. The client can affect objects while time is frozen.

Glass Like Steel

This ritual enchants a glass object to be as strong, hard and tough as metal for the duration. Treat the magically reinforced glass as DR 4, HT 12 and HP 28 - a shard of such glass is effectively a knife.

OmniTongues

This ritual blesses the client with the ability to speak any language of their species for the duration. A completely alien or animal Language is beyond this ritual.

Digital Wraith

This ritual allows the client to temporarily leave their physical body behind and become a spirit that possesses a computer network and travel through it like an electrical/information pulse. While projecting their spirit into the computer, the client's body is effectively comatose. This "techno-projection" can operate and perceive the computer it inhabits as if it were an volitional A.I. and access its files or peripherals like any other user.

False Resurrection

This ritual temporarily returns a dead body to life. After the ritual expires, the body crumbles to dust.

Cat's Eyes

This ritual blesses the client with Dark Vision for the duration.

Speak with the Dead

This ritual allows mental communication with the ghosts of the deceased. The subject of this ritual must be the corpse, the ghost or the site of the death.

Spectral Watchman

This ritual creates an invisible "security system" that sounds an alarm (the caster decides if the alarm can be heard like a normal noise or if the caster/client simply gets a psychic notification) if the targeted area is entered by an intruder.

Simulacrum

This ritual requires some part of the subject's DNA (blood, hair, severed finger, etc.), which is consumed by the rival casting. It creates a clone of the subject. Once the ritual is cast, the clone will grow to full maturity and functionality after 12 modified by the subject's SM (minimum 3) months of biological development.

Cleanse the Slave Brand

This ritual effectively erases the client/caster's True Name, magical signature and DNA profile for the duration. Any ritual targeting him can not receive a bonus for knowing a relevant name, having pieces of him or using any symbolic representation of him.

Loyal Doorway

This ritual is cast upon a portal (usually a door or window) and a specially prepared and enchanted item. For the duration, the caster may teleport from entering another portal to an area on one side of that enchanted portal by touching the unenchanted portal with the enchanted object. For example, casting it on your bedroom door and then touching the door of your prison cell with the ritual object lets you escape to your house instantly.

One With The Blade

Effect Shaping: Book-5; 1dx10 minutes.

The spell connects a sword with its wielder via a magical link. It grants a bonus to all rolls to use the weapon for the next hour *after* it's picked up a second time equal to one-third the margin of success on this spell (minimum of +1); for energy accumulating this instead becomes +1 per 3 points accumulated after the required amount. Rolls include skill rolls, damage rolls, parry rolls, rolls vs. breakage, rolls to be disarmed, and so on.

The Riddle of Metal

Effect Shaping: Book-3; 5 minutes.

This spell causes any who view the magician's sword to make a Will roll at -1 per three points by which they succeeded their skill roll. Failure means the subject is dazed and must continue watching the sword. Success gives a -1 to all rolls as they resist staring at it, but are unable to drag themselves away entirely. This lasts for as long as the magician maintains the spell or until he sheaths his blade.

Transcribe Memory

Effect Shaping: Book-2; 10 minutes.

A single memory is removed from the subject's mind and transcribed onto a physical writing medium (loose paper, notebook, etc.) within reach in whatever words the subject would use to relate it. For one week, the subject cannot remember the memory transcribed; it simply does not exist in his mind. (This has the benefit of making it impossible to access the memory with other spells or powers.)

At the end of the week, the text disappears and the memory returns to the subject.

Alternatively, the memory may return if the subject reads the transcription before the duration expires; this is especially true if the subject was unwilling.

Other versions of this spell exist that transcribe large sections of memory or that store the memory in a digital medium. It is possible to make copies of the transcription that remain after the memory is returned to the subject.

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Secret rolls - relevant skills and Per
Disadvantages, powers

Notes/Session logs for Players and GM
Intro - setting, some Factions, News, Jobs
Basic Speed turn orders
CP earned and spent

Platform: Discord voice and text chat
Players Needed: 3-6, newbies not preferred.

Books Used:
Basic Set

Recommended:
High Tech
Horror
Martial Arts
Monster Hunters: Loadouts
Tactical Shooting
Social Engineering
Anything else you wanna use? Tell me about it.

Character Creation: 150-point characters, limited to -50 points in Disadvantages, up to 5 quirks. Nothing cinematic, exotic or magical without GM permission. You're generally all criminals or soon-to-be-criminals, your background may be former military, former law enforcement, former intelligence or whatever.

TL 8 Earth - more or less the same Languages and Cultures as Real Life.

A little rules change; as per Powers page 108, certain abilities like Luck and Serendipity that operate on real time will instead use game-time cooldowns.
For Luck advantage, each use per real-time hour instead equals uses per in-game day (i.e. Ridiculous Luck has six uses per day).
Advantages that have uses per session are uses per in-game week instead.

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GURPS Action: Task Force

System: GURPS 4e (Action)
Platform: Discord voice and text chat
Players Needed: 3-6, newbies not preferred.
Time and Day: 12:00 Wednesday, every week, AWST (UTC +8).

Books Recommended/Used:
Basic Set
Action 1, 2, 4 & 5 (3 I don't have)
High-Tech

Character Creation: Standard 250-point Action templates (Action 4 can be used, if you like).

Any Template may be used. Most Lens (except Criminal maybe) are fine. Budgets, Duty (Taskforce) and Squad Rank, not Wealth (starting Budget is \$20,000 for each PC). (Black Ops don't have Legal Enforcement Powers.)

TL 8 Earth - more or less the same Languages and Cultures as Real Life.

A little rules change; as per Powers page 108, certain abilities like Luck and Serendipity that operate on real time will instead use game-time cooldowns.

For Luck advantage, each use per real-time hour instead equals uses per in-game day (i.e. Ridiculous Luck has six uses per day).

Advantages that have uses per session are uses per in-game week instead.

You're all members of a black operations squad, sent on missions against terrorists, crime syndicates and spies. You're not officially sanctioned most of the time, so you keep a cover as federal investigators or special forces. Your missions typically involve breaking up conspiracies - criminal, domestic or foreign - through any covert means necessary.

The nation/s deploying you guys is deliberately kept vague - try to have a common Language and CF. I suggest English/Spanish/Arabic/Russian for Languages. Modern Cultures include Western, Middle Eastern, Eastern European, East Asian, Balkans, Indian, Latin America, Siberian, West African, and so on.

Your first mission is to investigate the outcome of a criminal trial and see if it was fixed. The trial started with the wealthy industrialist Claudio Anchorhead accused of heading a notorious international mafia. He was found Not Guilty just last week, but we suspect jury tampering, evidence destruction, bribery, and other foul play. Investigate the people involved in the trial and look for signs of corruption.

Critical Clues

Was the trial fixed? (Yes)

BAD -3

Who fixed the trial? (Henchman: "Buttons" Greg Griswald, mercenary shooter hiding out in the woods with three squads of mooks (each squad has a patrol leader) and boobytraps surrounding the area)

BAD -5

Who is this guy working for? (A big national corporation: Deep Breath Software)

BAD -5

Why did Deep Breath fix the trial? (Their latest secret project is being funded by the defendant)

BAD -5

The Big Picture

What is the secret project? (A new type of malware that can crack computer security)

BAD -7

Permission to ACT

The Mission Plan

(Breaking in and wrecking the bad guys, nailing the defendant, shutting down the project)

Dictionary of Danger

Medical (poisoned witness)

Unsafe (assassination attempts on witnesses)

Farm (hideout) - Botanical, Zoo

Worksite (office) - Devious, Architecture, Unsafe